

Lone Star Diplomat

No. 13

September 23, 1981

Special First Anniversary Issue

Very Deep in the Heart of Texas

by Gary L. Coughlan

Remember your first experience with LSD!?! Was it all that it had seemed it would be...or more? My first experience was last September, and I became hooked on it. But LSD is more than I first thought it was. Much more. Only recently did I completely realize just how much more.

First, let's examine what all of us know from this last year about LSD and its pubber, R. Michael Conner.

September 1980: LONE STAR DIPLOMAT burst onto the Diplomacy scene like a glowing meteor. No zine until this time, except for DIPLOMACY WORLD, had ever looked so professional, so beautifully laid out. LSD abounded with cartoons, graphics, contests, and well-run games. In short, LSD was stunning.

R. Michael Conner, a self-admitted freelance translator of scientific and technical literature from Russian to English, used his zine to stress Texas and "Texasism". LSD games were named after Texas's flora and fauna ("Armadillo", "Bluebonnet", "Cactus", etc.). He continually plugged the other Texas zines (THE DRAGON & THE LAMB by Steve McLendon and THE GREAT WAR IN MODERN MEMORY by Guy Hall). And, in March, 1981, he even sent each subber a Texas flag to celebrate the 145th anniversary of the independence of Texas.

Mike also supported certain other zines. We, all of us, know these surface facts which are readily apparent to any observer. But let's scratch that polished LSD surface a little. Perhaps you will be as shocked as I was at what I discovered.

First, we must look at two facts, seemingly irrelevant to this article, but actually very significant to my findings:

(1) Hawaii, Vermont, Texas, and the South are the only parts of the U.S. that have ever been independent. Today, Hawaii and Vermont could never survive by themselves, and the South is much too fragmented. Only Texas possesses a united population fully aware of, and proud of, its identity (a feeling continuously stimulated by LSD) with abundant natural resources and technology to become a successful nation on its own.

(2) Mike Connors (the actor, not LSD's pubber), who starred in Mannix, is of Armenian descent. Armenia (on the Diplomacy board) is a part of Turkey. A little-known fact is that there is the Armenian Soviet Socialist Republic (or ASSR), which is part of the Soviet Union-----RUSSIA!

Let me put it to you bluntly: What is a Russian linguist named R. Michael Conner, also of Armenian descent, even doing in Texas?! What is the need for a Russian linguist in Austin of all places? This is what has puzzled me for a year and what has caused



¡Viva el Dies y Seis!

The "Fiestas Patrias de Diez y Seis de Septiembre" brought feasting, music, dancing, and the traditional "El Grito de Dolores" patriotic programs to Central Texas towns in observance of Mexican Independence Day.

The "Diez y Seis," or 16th of September, marks the official beginning in 1810 of the Mexican independence movement against Spain in the village of Dolores in the state of Michoacan.

Father Miguel Hidalgo y Costilla, the parish priest in Dolores, issued his "Grito de Dolores," or Cry of Dolores, on Sept. 16 after hearing that he was about to be arrested for his work in social and economic reforms. The Grito demanded racial equality, redistribution of land, the seizure of government power to prevent the Spanish from turning over Mexico to the "godless French."

Thousands of Mexicans flocked to the banners of Father Hidalgo and followed him to the Spanish and Creole mining town of Guanajuato, which fell to the attack forces on Sept. 28, 1810. Royalists eventually defeated Hidalgo's armies at the Bridge of Calderon on Jan. 18, 1811.

Hidalgo was captured on March 19 and executed on July 31. Other leaders took up his cause over the next decade, and the separation of New Spain from Old Spain formally was recognized on Aug. 24, 1821. The new Mexican Empire was born with Agustin Iturbide, soon to be crowned Emperor Augustin I. The Empire, however, was short-lived.

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★ ROUNDUP

of Texas & International News

FOND FAREWELLS. I don't even want to think about life without a monthly issue of EMHAIN MACHA and two to four times that many BRUTUS BULLETINS. Nevertheless, we have to face the fact that these two fine zines have announced imminent folding. Mike Mills will carry on with EM's games in flyer format, but will cease publication of his monthly publication. EM ran regular Diplomacy and several excellent Mills-authored variants. John Michalski announced BB's fold in his 103rd issue. That's right, 103rd, count 'em! Noted for fast games, black press, and irreverent rightwing commentary in his editorial and letters column, the BRUTE has also taken care of game commitments. So long, guys.

OTHER MILESTONES. Congratulations to Bruce Linsey and Mark Berch, each of whom reached the half-century mark with the 50th issues of VOICE OF DOOM and DIPLOMACY DIGEST, respectively. VOD has been published weekly for the past 18 or so weeks (maybe more by now), but will probably slow down now that Mr. Linsey has to spend some time in the classroom, teaching math. Mark's DD#50 offers the diptrivia contest to end all contests, with 128 questions about some of the most obscure stuff I've ever never heard of. Just points out the importance of the historical perspective DD. Finally, we have to congratulate John Daly, who celebrated the 2nd anniversary of DOGS OF WAR. For a subfee of \$4 and gamefee of \$3, you'd better run, not walk, to the post office. North America's #1 GM has announced game openings. See the mailing list for addresses of all these highly recommended publishers.

WAR STARS AWARDS. Lack of space has forced us to postpone the War Stars Awards ceremony, but it's just as well. There are so many polls and awards right now, it makes sense to save something for another time. However, we cannot let this opportunity elude us. Heartiest congratulations to Jack Masters for his fine zine and its consistent showing in the polls. Despite earlier claims to want to limit some of his participation in the hobby, he seems to be intent on taking his zine BLACK FROG to even higher levels. The last couple of issues have been the best ever. Unfortunately, he is serious. A new job and a cutback in free time has forced him to put a freeze on new subs (not renewals, whew!) until things improve. Just keep the frogs coming, Black Jack.

PLUGS. Thank Ghod Konrad Baumeister has decided to publish once more. Thanks also that he's abandoned ditto. Now everyone will be able to read every jewel of a word of GIVE ME A WEAPON. Look for Steve Langley's subzine THE MAGUS therein, too. Find Konrad's address on the mailing list, and get your latest hot issue by sending him a couple of stamps. Issue #1 of EREBOR arrived recently, the joint effort of Brian Lorber & Ken Halpern (7 Polo Road; Great Neck, NY 11023). Offering free gamestarts to the first 14 subbers, it contained HRs, trivia, reviews, and some dipvariant suggestions. Good, crisp repro. Try some.

The AMERICAN WARGAMER is the monthly publication of the American Wargaming Association. Membership is \$8/yr. and includes sub, discounts on other publications, and perhaps other benefits.

Get a sample issue from George Phillies (1225 Island Drive #204; Ann Arbor, MI 48105).

IRKSOME, the zine, formerly a subzine in BB, has grown up. Pubber Scott Hanson (701-15th Ave SE; Mpls, MN 55414) has regular Dip openings in 4-week and 2-week games, possibly with black press. I think it's about 35¢/issue, but send for a sample and ask.

GUNBOAT DIP TOURNEY. Vern Schaller recently announced the results of the tournament he GMed in DREADNOUGHT. Seven players each played in seven games against each other, each playing a different country in every game, but without knowing the identities of the others. Naturally no negotiations, Karl Schuetz won the tourney with 196 points and Best Austria and Turkey. Lee Kendter, Sr. took 2nd with Best France, Italy, and Russia. Vern is now planning a Gunboat Jimmu Tournament. Write if you are interested (see mailing list).

MARCO POLL, OH! Mark just announced the results of his poll, in which voters ranked their 5 favorite zines. Each 1st-place vote got 5 points; likewise each 5th place vote got 1 point. Show here (left) is the total score, followed by rank. Number of 1st-place votes shown in parens.

- | | |
|----|--------------------------------|
| 60 | 1 Brutus Bulletin (5) |
| 40 | 2 Voice of Doom (2) |
| 36 | 3 Europa Express (2) |
| 36 | 3 Lone Star Diplomat (3) |
| 31 | 5 Black Frog (2) |
| 29 | 6 Retaliation (2) |
| 28 | 7 Whitestonia (3) |
| 25 | 8 Dot Happy |
| 24 | 9 Murd'ring Ministers (1) |
| 23 | 10 Jihad! (3) |
| 20 | 11 Diplomacy Digest (2) |
| 17 | 12 Just Among Friends (2) |
| 11 | 13 Emhain Macha |
| 9 | 14 Envoy |
| 8 | 15 Cheesecake (1) |
| 8 | 15 Fol Si Fie (1) |
| 8 | 15 St. George & the Dragon (1) |
| 8 | 15 Sleepless Knights |
| 7 | 19 Appalling Greed |
| 5 | 20 Dragon & the Lamb |
| 5 | 20 Passchendaele (1) |
| 4 | 22 Dogs of War |
| 4 | 22 Graustark |
| 4 | 22 Liberterrean |
| 4 | 22 Ter-ran |
| 4 | 22 Torpedo |
| 3 | 27 Invasion |
| 3 | 27 Plague Times |
| 2 | 29 Give Me a Weapon |
| 2 | 29 Runestone |
| 2 | 29 Tetracuspide |
| 2 | 29 Why Me? |
| 1 | 33 The Chamber |
| 1 | 33 Life of Monty |
| 1 | 33 The Schemer |
| 1 | 33 Shatto's Folly |
| 1 | 33 Shogun's Sword |
| 1 | 33 Volkerwanderung |



Heart O' Texas Orphanage

Victory has a hundred
fathers, but defeat is
an orphan.

--Count Galeazzo Ciano



1979 HS

Armadillo

W 1908

EXILED ENGLISH KING SENDS REGRETS;
WEATHERMAN PREDICTS LATE SPRING

* Autumn 1908: France retreats dsl F Lyo-Spo(sc).

* Three-quarters of the players have requested a separation of seasons. Therefore we have winter adjustments only.

FRANCE (Ted Füz): Removes F Wes & A Mar; has A BUR, A PAR, F MID, & F SPA(sc) (4).

GERMANY (Doug Tatsch): Builds A BER; also has A DEN, A MUN, A TYO, A BEL, A PIC, F NTH, F ENG, & F BRE (9).

ITALY (John Koehler): Builds A VEN & F NAP; also has F LYO, F TRH, F TUN, A PIE, A BUD, A SER, & A GRE (9).

RUSSIA (John Daly): Has F IRI, F NTH, F NWG, A LPL, A NWY, A GAL, A RUM, A BUL, A SEV, F BLA, F AEG, & F EAS (12).

* PRESS--

IRELAND: King Edward VII of England (residing here in Ireland) is expressing his grief at the loss of the French Boudon regime. Long live England, if only in the hearts of few.

THE PUZZLER

Jahn Kaehler writes that this section should have more trivia, and sent in the following questions:

1. Who said, "The artist is the creator of beautiful things. To reveal art and conceal the artist is art's aim"?
2. What American artist painted the famous portrait "Arrangement in Grey and Black"?
3. Who are Frederic Dannay and Manfred Bennington Lee?
4. On August 3, 1861 the first aircraft carrier launched its first flight. Name the carrier, type of craft launched from her deck and the pilot of that craft.

Jahn gets a free issue of LSD for submitting this puzzler, and the best answers will win two free issues.

While we're on the subject of free issues, and because there's no space anywhere else, we want to thank Steve Langley, Jim Williams, and Gary Coughlan for the articles published in this issue. They will receive three issues each. (Or an armadillo or Austin bumpersticker can substitute for one issue.)

Finally, the answer to the money problem posed in LSD#11 will be published in the next issue, where space shouldn't be quite so tight. So, if you have not yet figured it out, there's still time.

You're Majoring in SERBO-CROATIAN?



1979 HT

Bluebonnet

F 1909

GERMANS EXPEL RUSS FROM SILESIA,
REIMPOSE LANGUAGE ON VIENNESE

FRANCE (Dave Ohlendorf): F TRH s Italian A Nap, A PIE-Ven, A TUS s A Pie-Ven, A Tun-NAF, F Wes-TUN, F Mid-WES, F LYO & F NTH h, F Bar-NWG.

GERMANY (Dick Martin): F NWY s French F Nth-Ska [nso], A SWE s F Nwy, A DEN-Austin to get a bumpersticker [imp], F BAL-Pru, A Mun-SIL, A BER s A Mun-SIL, A Boh-VIE, A TYO s A Boh-Vie.

ITALY (Tony Auzder?): NMR! A ROM & A NAP h.

RUSSIA (Bob Peacock): F RUM h, A Vie h [dsl, ret to Gal, Bud, or dsb], F SKA-Nwy, A STP s F Ska-Nwy, A LVN s A Stp, A Sil-Ber [dsl, ret to Gal, Wor, Boh, or dsb], A PRU s A Sil-Ber.

TURKEY (Charles Cunningham): A VEN s A TRI, A TRI s A Ven, F APU-Nap, F ION s F APU-Nap, F ADR-Apu, A BUL s A Gre, A GRE s A Bul.

* Charles Cunningham is resigning. Will Cynthia Ellis please assume the Turkish position? Address on mailing list.

* No standby will be called for Italy.

* COA: Dick Martin--see mailing list.

* PRESS--

KG-LSD: Well, it's nice to be missed....Speaking of which, get well soon, y'heah?!

LSD-KG: OK. Thanks.

KG-POPE ANTONIO: I can't say much for mediating a truce, but how about mediating me a piece--of Russia?

GERMANY: I take one brief vacation from writing press, and we get shoved into the corner. Bah! Never again!

SUPPLY CENTER STATUS for winter 1909 adjustments:

F: Home, Iberia, England, Tun	9/even
G: Home, Bel, Hol, Scandia, VIE	9/build 1
I: Rom, Nap	2/even
R: Home, Rum, Bud, Vie	6/remove 1
T: Home, Bul, Gre, Ser, Tri, Ven	8/build 1
	[1 ann]

Post Office of Texas



A note from John Michalski, to whom this page is dedicated:

For a scratch issue, this latest [#12] looked pretty good. What LSD really needs though is profane press and a bigger letter column...

Thanks, but it was really a minimal effort. Fortunately the players helped by requesting the split seasons in so many games.

As for the press, I've printed just about everything that has been sent in. I think the level of profanity is about right. I don't object to an occasional bolt from the blue, but prefer more inventive invective.

LSD's letter column is about the size that my letters deserve. BB's departure will leave a gap in the hobby that will have to be filled by many lesser zines, especially when it comes to letters. I don't have room for the type that made BB such a lively place, but maybe this page will be a small salute to its memory.

Dear Mike,

As you may know I also have a rule forbidding draws or concessions before the end of 1905 [in the HRs for ST. GEORGE & THE DRAGON]. I feel that the game has not been played if the players are willing to end it before the end of 5 gameyears. The

only way I would accept a game result before the end of 1905 is if someone had 18 centers before that time, which I am certainly not going to do in this game [80 12--Cactus].

Bob Sergeant

But if the players agree to end the game early, it's their money, isn't it?

★

Mike--

Hope you are feeling better, you still put out a lot even if you were sick. This issue may be thin but it still is a lot more material than a lot of people put out. Also, I think that more people than just two should be needed to separate a season if you don't deem it necessary. Any chance of bring up a discussion of that HR also next issue? Two people slowing up the game for the other five seems a little unfair.

Jim Meinel

I tend to agree, but what would you suggest for an automatic separation to be granted? Three requests? The GM also has the discretion to separate seasons or delay the game when it seems necessary, regardless of the number of players asking for it. So that's not particularly a problem. As the inexperienced players gain a little confidence, they will probably find conditional orders not all that hard most of the time.

★

Dear Mike,

About Brux, despite his "death", he still embodies a spirit of Diplomacy: a fearsome foe whose demise is never absolutely certain, and who may return a more fearsome foe in the future. Anyway, best of luck to Caruso. How old is he?

Mark Luedi

I admit there's a lot of that going around the hobby. Caruso embodies the spirit of trust that is another ingredient for the successful diplomat. But never forget that Caruso has claws which he uses appropriately. He was six years old this summer, so there's a lot of scratch left in the old boy.

★

Dear Mike,

I have a feeling that there might be a couple of game openings in LSD in the near future. Please put me down to get in one.

Look for my subzine to appear in THE SCHEMER sometime in the next month or two. It will feature a column by Daphne.

Greg Fritz

That's odd, I thought it was Gregg.

Unfortunately, it may be 1982 before a new game opens here. I find 9 games not only take a lot of space, but a lot of time as well. So, I will open one game for every two ended until I get down to a more comfortable level. I'll put you on a waiting list for the next game, though.

Good luck with your pubbing venture. I look forward to it. Daphne has a nice writing style. How about an article for LSD to publicize your subzine?

THE NOVICE POSITION

by Steve Langley

Postal Diplomacy! What a great idea! Now, maybe I can find enough people to play the game. Supernova Novice Packet and a list of zines! Where have you been all my life?

Quickly send off for samples of fifteen zines, only to encounter the first period of waiting. Then, inundation! Samples zines from all over the country, many with personal notes. All suggest that I go slow and write lots! OK, I'll only join one game...to start.

A letter to a potential GM, and six letters of charming introduction later...I discover that the first thing a novice must do is be patient.

Waiting for my game to start occupies the longest three weeks of my life. Filled with daydreams of Austrian might, paranoia about being thrown to the sharks, and an incredible amount of energy, I take to writing to veritable strangers to tell them how I feel.

Finally! The gamestart! I'm England! A whole new set of daydreams and paranoia. Six letters to finish. Then, more waiting.

Letters do trickle in. Short notes, long missives, cards. Some totally noncommittal, some very positive and compelling, some vague and ridiculous, some non-existent. Those are the scary ones.

My letter output is double to triple that received. By the time the first moves are due, I'm allied with Germany against France and Russia. I am also allied with Italy against France. I'm on good terms with Turkey, and possibly Austria. I have not heard from France or Russia. They really are the scary ones.

France writes a brief apology for his tardiness, agrees to a neutral English Channel, and moves into same all in a day's mail.

More letters. Not so many as the first season, and not near the energy. I must be drained.

I confound France, holding each of us to one build. Italy attacks Austria, leaving me high and dry for a southern ally. Germany's help is coming, next season or so. France has another sure build coming. I go into overdrive! Letters to France, Russia, Italy, ...you get the idea.

Just before deadline Russia writes, finally, asking for help into Sweden. Then France calls!

Suddenly, I'm playing face-to-face over the phone. He says he's tired of underestimating my moves; how about an alliance against Germany?

I tell him I am supporting Russia into Sweden, and if he builds A Par instead of F Bre, he's on. We hammer out tactics for two seasons to get me Denmark and him Belgium, with Kiel and Holland to follow.

When I phone to tell Germany about it, he isn't as excited. He doesn't seem to understand that I hold his future in my hand. I don't point it out to him.

We agree that he will support my convoy into Belgium, beating France there by a season, while I support him into Sweden.

His move reads F Hol s English A Yor-Bel. Too bad he has an army in Holland.

It turns out to be not so bad after all. It was a typo in the zine, not in the order. I still haven't been stabbed, even though I complained loudly to both France and Russia that I was. When I did the complaining I thought I had been, by Fate, if not by Germany.

I'm still waiting. For the next season's moves, for letters and cards, and for that moment when I move out of the novice position.



Illustration by Bob Langley



1980 IZ

Cactus

F 1905

ENGLAND, FRANCE CONTINUE SPAT
AS RUSSIAN BEAR LOOMS EVER LARGER

+ Summer 1905: Germany ret dsl A Mun-Boh; Italy disbands dsl A Tyo.

+ This space would've been blank if I hadn't put a little note here. Not that there's anything wrong with white space. I find it refreshing, in fact.

ENGLAND (David Pierce): F Nat-MID, F IRI s F Nat-Mid, F PIC-Bre, F ENG s F Pic-Bre.

FRANCE (Gregg Fritz): F Mid s F Bre [dsl, ret to Por, Spa, or dsb], F BRE s F Mid, A PAR s F Bre, A GAS s F Bre, A MUN s Russian A Den-Kie.

GERMANY (Charles Cunningham): A HOL s A Kle, A Kle s A Hol [dsl, ann], A BOH-Mun, A RUH s A Boh-Mun.

ITALY (James Lawniczak): A Ven-APU, F TRH-Tun, F NAP-Trh.

RUSSIA (Bob Sergeant): A TYO s A SIL s French A Mun, A Gal-VIE, A TRI s A Gal-Vie, A War-GAL, A SER s A Tri, A Den-KIE, F HEL & A BER s A Den-Kie, F Bot-BAL, F SKA & F RUM h.

TURKEY (Bern Sampson): F ION-Tun, F AEG-Ion, F GRE s F Aeg-Ion, A BUL s F Gre, A CON s A Bul.

SUPPLY CENTER STATUS for winter 1905 adjustments:

E: Home, Bel	4/even
F: Home, Iberia, MUN	6/build 1
G: Kle, Ber, Mun, Hol	1/remove 2
	[1 ann]
I: Home, Tun	4/even
R: Home, Austria, Scandia, Rum, Ser, BER, KIE	14/build 2
T: Home, Bul, Gre	5/even

+ Draw proposals are now legal.

+ No Cactus press was submitted this season!



1980 KG

Derrick

F 1904

F&E STRUGGLE WHILE G&I APPLAUD;
TENACIOUS TURK TAKES SOFIA

+ Summer 1904: France retreats dsl F Eng-Wal.

AUSTRIA (Ned Nichols): F Smy-CON, A Bul s
F Smy-Con [dsl, ret to Gre or dsb], A Vie-GAL,
A RUM s A Vie-Gal, A SER & A BUD s A Rum.ENGLAND (Jack Smith): F Nwg-CLY, F NAT-Mid,
F ENG-Bre, A Hol-BEL, F NTH s A Hol-Bel,
A STP-Mos.FRANCE (Booby Stephens): A BUR-Mar, A Bel h
[dsl, ann], A PIC s A Bel, F Iri-LPL, F WAL s
F Iri-Lpl, F MID-Bre.GERMANY (Al Giddings): A RUH s English A Hol-Bel,
A SIL s Austrian A Vie-Gal, A MUN-Bur,
F Kie-HOL, F DEN h.ITALY (Mark Luedi): A Arm-ANK, F AEG s Austrian
F Smy-Con, F Eas-SMY, A PIE-Mar, F Trh-LYO.RUSSIA (David Pierce): F SEV s A Ukr-Mos [imp],
A Ukr-Mos, A Gal-WAR.TURKEY (Mike Henry): A Con-BUL, F BLA s
A Con-Bul.

SUPPLY CENTER STATUS for winter 1904 adjustments:

A: Home, Ser, Rum, Bul, Smy,
CON, (GRE?) 6 or 7/build 1
(1 or 2 ann)

B: Edi, Lon, Lpl, Nwy, Stp,
Hol, BEL 5/remove 1

F: Home, Por, Spa, Bel, LPL 6/build 1 (1 ann)

G: Home, Den, Swe, HOL 6/build 1

I: Home, Tun, Gre(?), SMY,
ANK 7 or 6/build 2 or 1

R: Mos, War, Sev 3/even

T: Con, Ank, BUL 1/remove 1

+ If Austria retreats his dsl A Bul-Bre, then he has
7 supply centers, Italy has 6, and bath build one
unit. If Austria dsb the dsl army, then he has
6 centers, and Italy has 7; Austria builds one,
and Italy builds two.

+ PRESS--

BLACK SEA: If only Austria will NMR again & Italy
doesn't take Ank I will have a build. We are also
hoping for Green Bay vs. Cincinnati in the Super Bowl.

ZOMA: Thouzandz cheered az Itza Juz Zoaz, leader
of the Tunizian Nazionalitz who ziezied power here
last month, gave hiz first public zpeech before ze
prezidenzial palaze. Calling for ze unification of ze
Italian people with ze new Tunizian leaderz, he de-
fined ze goalz of ze new government. "First off,
zere will be a Z in every home, in every factory, in
every word!" Zoaz ezclaimed. (A hefty undertaking,
rivaling President Reagan's budget cuts.) A plan will
be undertaken to inzure that everyone getz zeir Z's.
Nezt, he zpoke of ze Loudini regime'z dezepzion and
mizguiding of the Italian nazion. "Between ze two
regimez, our brozerz--in Afriza, Zpain, and elzewhere
--have been horribly opprezzed. We muzt zet az our
goal ze ezterminazion of ze French zpzezlez!"

Az to ze fate of memberz of ze Loudini-Luigi re-
gime, no one iz zertain. Zome may have gained exzile
in Zwitterland, and zome are being held incommunicado
by ze new government. Ze general attitude of ze
country is very pozitive and ZZZ. Apparently, Gen-
eral El Zappo will azzume leaderzhip of ze reinz of
power az zoon az he can be recalled from ze battlezone.

Meanwhile, El Zappo iz ztill fighting in zome far
off plaze, trying to dezide what direcztion he iz going.
He zeemz to get conflicting direcztionz from the nativez.
He doez have one interezting obzervazion to report
from ze Eazt: ze Turkz and Ruzzianz drive on oppo-
zite zidez of ze road, zo inevitably, whenever zey try
to go anywhere, very bad thingz ztart to happen.

(Also of note iz zat ze newzpapper ztrike iz over
in ze wake of ze overthrow of ze Loudini-Luigi regime.
Zeveral jornaliztic prizionerz were found and releazed
by ze Tunizians. One problem doez plague ze nation'z
prezz: a zhortage of ziz, eight, ten, and zwelve point
Z's.)

CON-MOS: I sincerely hope you can last longer than
Austria.

CON-ROM: I sincerely hope you can last longer than
Austria.

CON-BER: I sincerely hope you can last longer than
Austria.

CON-VIE: Go suck an egg, you back stabbing Yankee!

ORIGINS OF DIPLOMACY

Guy & Libby Hall's zine THE GREAT WAR
IN MODERN MEMORY recently published
this evidence of some of the preliminary
work done in the development of the game:

Our Diplomacy archivist uncovered a French
attempt to invent the game of Diplomacy in the
late 1800's. As you can see the game board is
far more colorful than the present version but
there are not enough provinces. This edition
of Diplomacy passed into obscurity when France
discovered the great war was better than re-
enacting the Franco-Prussian War.

NOUVELLE CARTE D'EUROPE DRESSÉE POUR 1870



Océan Atlantique



1981 A **Enchanted Rock** S 1904BRITISH LOSE HOME, TAKE BENELUX;
GERMANS PUSH SOUTH, LOSE NORTH

+ One player pointed out that the rulebook requires removal of Turkish A Arm instead of A Syr (alphabetic precedence). So be it. Players were notified of the change, and of the mistakes in the unit location report: Austria has A RUM, not Gal; Italy has A VEN; and Russia has A GAL, not War.

AUSTRIA (Fred Winter): A Tyo-VIE, A TRI & A BUD s A Tyo-Vie, A RUM s German A Sil-Gal [nsa], A BUL s A Rum, F Con-Bla [dsl, ret to Aeg ar dsb], F Aeg-SMY, A SEV h.

ENGLAND (Dave Grabar): F Nth-HOL, F BEL s F Nth-Hol.

FRANCE (William Owen): A Spa-LON, F MID & F ENG c A Spa-Lon, A Lpl-YOR, A BUR & A PIE h.

GERMANY (Tom Hancock): A Mun-TYO, A Sil-BOH, A Ber-MUN, A Kie-RUH, A Hol s A Kie-Ruh [dsl, ret to Kie ar dsb].

ITALY (Guy Hall): A VEN s German A Mun-Tyo, A Vie-Tri [dsl, ret to Gal or dsb], F Rom-TRH, F Nap-ION, F TUN s F Nap-Ion.

RUSSIA (Dan Stafford): F Nwy-NTH, A EDI s F Nwy-Nth, A Swe-DEN, A Gal-UKR, A MOS s A Gal-Ukr, F Ank-CON, F BLA s F Ank-Con

TURKEY (CD): A SYR h.

+ PRESS--

NEW ALAMO: Rumors abound that representatives of the Turkish and English governments are making preparations for setting up governments-in-exile here, due to the grim situations at home. These rumors were officially denied, but preparations appeared to continue.

KIEL: Due to growing tension on the Franco-German border, a German army was ordered to the Ruhr.

BER-PAR: Why was there no reply?

PARIS: Doctors at the National Academy announced a startling discovery today. Specialists have isolated a virus which causes the disease "pendulumitis". This disease causes whole nations to rush, lemming-like, first east, then west, repeatedly, changing direction every year. The French Foreign Minister stated, upon hearing the news, "This obviously explains the actions of Italy over the past several years. We offer to send medical teams to cure the poor Italian people of this affliction."

ROM-PAR: Think again about which players are stable and make good allies before you go too far.

PAR-LON: You are not in a position to threaten me with "death", so if you're interested in peace why don't you write me instead of trying to intimidate me (futilely).

ROM-STP: You do know how to write and make joint plans, don't you?

ROME-PEST: Fred, if I were to quote from your letters no one would believe what you say. So I'll paraphrase. Yes, I lie and stab, but what game do you think we are playing? As for your making sure I will lose, Fred, there are six losers in this game. But the slimiest letter I received from you has to be your last one. Could you have restrained from abusing me personally, using some sly witticism instead of vulgar abuse? And to suggest I lied about being sick for two weeks, not apologizing to me, and then writing that my illness is "mental" (circled & underlined in your letter!) and "this does not imply a lack of physical symptoms," means you have surely surrendered your tact and diplomacy for your native lack of wit.

I pity that you cannot see Diplomacy as a game, Fred, and that you see fit to abuse me.

STP-BUD: Keep those hate mail presses rolling!

ROM-BER: Thanks for your kind letters; anything you want is yours.

PARIS: Peace agreement signed between Italy and France. Russia mediates armistice. Victorious French Army marches home along flower-bedecked boulevard.

81 B

Friendship

S 1904

SPRING USHERS IN MIDGAME
AS FRANCE BIDS ADIEU

AUSTRIA (Art Schleinkofer): F GRE s Turkish F Aeg-Ion, A Gal-AR, A BUD-VIE, A RUH-Bud, A SER-Tri.

ENGLAND (Bryan Jurkowski): F Nwy-CLY, F Nwy-Nth, A FIN-Stp, F ENG-Mid.

FRANCE (Art Guajardo): A Bre-Par [dsl, ann].

GERMANY (George Cunningham): F Nwy-Nth [dsl, ret to Swe ar dsb], A FIN-Stp, F ENG-Mid.

FRANCE (Art Guajardo): A Bre-Par [dsl, ann].

GERMANY (George Cunningham): A Kie-LVN, F BAL c A Kie-Lvn, A Ber-PRU, A Mun-SIL, A Pic-BRE, A PAR s A Pic-Bre, A Swe-DEN, F BEL-Nth.

ITALY (Paul Goodrich): F Rom-TRH, F NAP-Ion, A TRI-Vie, A VEN-Tri, F ADR s A Ven-Tri, A Spa-GAS, F Mid-NAT, F POR-Mid.

RUSSIA (Don Scheffler): F Ska-NWY, F BAR s F Ska-Nwy, A STP s F Ska-Nwy.

TURKEY (Mike Drews): F Aeg-ION, F Con-AEG, F Sev-BLA, A Arm-SEV, A BUL h.

+ COA: Bryan Jurkowski; % Ravencrest Chalet; PO Box 2620; Estes Park, CO 80517.

+ PRESS--

TURKEY-RUSSIA: Take a close look at that fleet in Skagerrak. That's right, take a good look. Notice all those little black pieces and one blue piece surrounding it. Not a white piece to be found in the area. How did you manage that?

LON-STP: The Door has so much of my blood on it; you can have it. But I will return, when you are dead and gone.

STP-LON: To the (my?) death!

TURKEY-AUSTRIA: Let's see what we can do together. You take the high road and I'll take the low road.

LON-ROM: The Pope Stops Here.

TURKEY-GERMANY: Has the Kaiser yet tired of all that escargot or will he want some Brest fish to go with it?



Happiness is as near you here

GOLDEN STAR

FINEST CHINESE & AMERICAN FOODS

STAR OF THE MONTH: Joe Gallagher wins a free issue of LSD for submitting this Chinese star, shown here reduced from the original paper place mat.

Leeder Polls: Cussed & Discussed

Numbers in the first three columns show the placing in the '79, '80, & '81 polls, left-to-right respectively. The next column gives the average rating (out of a range of 0-10) of the votes cast, and the number of votes cast follows the name of the zine or GM.

126 ballots were cast this year, compared to 93 last year. An additional 70 zines and 58 GMs did not receive the requisite ten and five ballots, respectively, to be voted on the main lists here.

Zine Poll Results

-	-	1	8.15	Black Frog (65)
-	-	2	8.04	Dot Happy (24)
13	8	3	7.95	Brutus Bulletin (60)
22	14	4	7.87	Murd'ring Ministers (62)
-	21	5	7.81	Retaliation (42)
-	-	6	7.77	Europa Express (47)
-	-	7	7.72	Lone Star Diplomat (58)
-	-	8	7.61	Just Among Friends (36)
-	-	9	7.56	Jihad (36)
22	12	10	7.53	Cheesecake (30)
-	-	11	7.43	East of Eden (30)
-	43	12	7.36	Whitestonia (50)
-	29	13	7.13	Bushwacker (16)
11	1	14	7.11	Fol Si Fie (28)
10	15	15	7.10	St. George & the Dragon (40)
5	13	16	7.07	Diplomacy Digest (60)
-	-	17	6.97	Plague Times (29)
3	7	18	6.93	Why Me? (27)
-	-	18	6.93	Torpedo (27)
-	5	20	6.90	Emhain Macha (40)
5	4	21	6.89	Diplomacy World (55)
-	19	22	6.88	The Dogs of War (40)
-	2	22	6.88	Volkerwanderung (57)
-	-	24	6.85	Bersaglieri (13)
-	-	25	6.78	Sleepless Knights (18)
-	10	26	6.71	Voice of Doom (77)
-	-	27	6.67	The Snake Pit (12)
-	-	18	6.65	Life of Monty (34)
-	17	29	6.60	Envoy (42)
17	23	30	6.54	Passchendaele (24)
7	16	30	6.54	Runestone (24)
2	9	32	6.36	The Dragon & the Lamb (28)
15	24	33	6.26	Ter-ran (27)
-	-	34	6.15	Snafu (13)
-	-	35	6.12	Peek (26)
-	11	36	5.96	Everything (25)
-	-	37	5.92	Appalling Greed (25)
14	39	38	5.86	Liberterrean (21)
1	31	39	5.69	Graustark (26)
-	25	40	5.66	The Shogun's Sword (32)
-	-	41	5.60	Klepto Mania (10)
18	27	42	5.56	Ruritania (16)
4	19	43	5.41	Claw & Fang (22)
-	22	44	5.27	Infidel (15)
-	-	45	5.25	Invasion (32)
-	-	46	5.14	Y'all (14)
12	17	47	5.05	Eggnog (20)
-	-	48	4.81	The Chamber (21)
9	36	49	4.60	Lies, Deceit, & Nefarious Schemes (10)
-	42	50	4.54	Italiano Pribe
21	25	51	4.06	Toronto Telegram (16)
-	29	52	3.92	B.O.A.S.T. (12)
-	-	53	3.48	Born to Dip (29)
-	45	54	2.89	Tetracuspide (26)
33	47	55	2.10	Le Front du Liberation de Diplomacy (21)

The fifth annual version of John Leeder's polls qualify as the hottest topic of discussion and the most eagerly awaited event of the Diplomacy hobby year. But not everyone thinks these polls are a good way to compare the diverse offering of zines.

After all, comparing publications like DOT HAPPY and WHITESTONIA puts apples and oranges on the same ballot. One has barely begun publication, the other is established. One tries to please the eye, the other aims for the funny bone.

Critics say that subzines belong in a separate poll, and point to the absurdity of EMHAIN MACHA competing against its subzines BERSAGLIERI and THE SNAKE PIT. Others say that any offering by Bernie Oaklyn belongs in a class by itself, and would prohibit LE FRONT... from the competition.

These criticisms have a certain validity, but we needn't discard the Leeder Poll. Within this one poll we have the means to make whatever comparisons we want.

Since (theoretically) each zine is rated only by its readers, we should be able to extract several categories of zines and their ratings, and come up with several polls.

continued on next page

GM Poll Results

-	4	1	9.15	John Daly (20)
41	19	2	8.90	Ron (MM) Brown (29)
-	-	3	8.86	Gary Coughlan (7)
8	6	4	8.61	Bob Sergeant (23)
-	1	5	8.60	Don Ditter (5)
18	15	6	8.55	Andy Lischett (20)
1	11	6	8.55	John Michalski (11)
17	21	8	8.50	Randolph Smyth (8)
9	13	9	8.40	Fred Davis (5)
-	39	10	8.38	John Caruso (21)
6	36	11	8.33	John Boardman (9)
3	8	12	8.20	Lee Kendter, Sr. (15)
-	-	13	8.17	Dave Marshall (6)
-	-	14	8.14	Glenn Overby (14)
-	-	15	8.13	Al Pearson (15)
-	7	16	8.11	Bob Osuch (9)
-	-	17	8.00	Jack Masters (31)
-	14	18	7.94	Bob Arnett (16)
4	26	19	7.88	Jim Bumpas (8)
24	27	20	7.80	Drew McGee (5)
-	-	21	7.67	Mike Conner (18)
5	9	21	7.67	John Leeder (6)
10	4	23	7.62	Steve Heinowski (13)
-	-	24	7.55	Bern Sampson (11)
-	-	25	7.40	Gerald Austin (5)
-	-	26	7.29	Don Del Grande (7)
-	-	26	7.29	Allen Wells (7)
-	22	28	7.18	Michael Mills (17)
-	-	29	7.17	Mike Barno (6)
-	10	30	7.15	Roy Henricks (26)
22	17	31	7.08	Steve McLendon (12)
-	-	32	7.00	Marion Bates (5)
35	30	33	6.83	François Cuerrier (6)
-	16	34	6.80	Dick Martin (25)
-	-	35	6.60	Keith Mercer (5)
-	34	36	6.57	Don Sigwalt (7)
11	18	37	6.50	Don Horton (6)
40	46	37	6.50	Tony Watson (6)
34	39	39	6.40	Al Rodriguez (5)
-	-	40	6.00	Tom Swider (9)
21	41	41	5.67	Jerry Jones (6)
-	48	41	5.67	Bruce Linsey (30)
-	37	43	5.33	Jack Frost (6)
-	-	44	5.17	Scott Hanson (6)
-	-	45	4.60	Bruce Schriener (5)
55	50	46	2.25	Richard Kovalcik (8)
-	-	47	2.22	Brad Wilson (9)

continued from previous page

For those who hold that only mimeo or ditto zines are fannish, we can extract the 1981 Mimeo/Ditto Zine Poll:

1. Murd'ring Ministers
2. Fol Si Fie
3. Why Me?
4. Emhain Macha
5. The Dogs of War
6. Bersaglieri
7. The Snake Pit
8. Passchendaele
9. Runestone
10. Graustark

Or maybe we should look at the 1981 Novice Zine Poll:

1. Black Frog
2. Dot Happy
3. Europa Express
4. Lone Star Diplomat
5. Just Among Friends

How about the 1981 Subzine Poll:

1. East of Eden
2. Bersaglieri
3. The Snake Pit
4. Klepto Mania (?)
- 5.

Consider the 1981 Oldtimers Poll:

1. Brutus Bulletin
2. Murd'ring Ministers
3. Cheesecake
4. Fol Si Fie
5. St. George & the Dragon
6. Diplomacy Digest
7. Why Me?
8. Diplomacy World
9. Passchendaele
10. Runestone

We can also have the 1981 Fold Poll:

1. Brutus Bulletin
2. East of Eden (?)
3. Emhain Macha
4. Volkerwanderung
5. Passchendaele

Well, you get the idea. This thing can be applied in many more insight-yielding ways. And in many other ways that don't reveal much at all.

Statistics buffs will be pleased to know that John Leeder is sending the raw data (numbers, not names of voters) to Glenn Overby, who will run an analysis and publish his results in his zine JIHAD!



WALKER'S WONDERFUL WORLD OF FANTASY

I recently sent for a sample of Rod Walker's new zine *PELLENORATH*, which is devoted to "the geographical settings of fantasy and science fiction stories (samples available for \$1, address elsewhere in this issue). I also asked for some recommendations for reading in this area, one to which I am a newcomer. His reply may be interesting to readers of LSD:

"Fantasy" is a very loose title for what PELL covers. It's any created world that has a strong enough geographical base to generate a map. As you will see from #1, I cover a mainstream novel (*Pale Fire*). No. 2 is an Edgar Rice Burroughs special, who passed for science fiction in his day. No. 3 covers two fantasy settings (*Prydain* and *Zimiamvia*) and a definitely sf setting (*Viriconium*), and a 3rd fantasy, *Dorimare*. Of Nos. 4 & 5, one will be devoted to the Darkover novels (sf, tending to sci-fantasy) and Mike Sirota's novels will be in the other (definitely fantasy, although very close to the Burroughs version of "sf").

In the future I will cover old historical romances, such as McCutcheon's "Graustark" novels; mainline sf, such as LeGuin's *The Dispossessed*; probably there will be an article on operettaland (G&S, Offenbach, etc. where mythical places are used); children's fantasy (*Oz*, *Paplagonia*, etc.); and an incredibly wide range of materials generally. I'll get to planets such as *Dune*, *Krishna*, *Tran-ky-ky*, *Treason*, *Wellworld*, *Hegira*, *Dextra*, *Pern*, *Silistra*, *Gor*, *Tschai*, and others which aren't really fantasy...some not even close to fantasy.

As to "must read" books: Where to begin? Fantasy is a pretty broad field, and of course there's the inevitable debate as to whether some things at the fringes are fantasy at all. Is Darkover a fantasy series? I confess I don't know, but it is a must read series for me, fantasy or not. The later and longer novels are better: *Heritage of Hastur* and *Forbidden Tower* being much the best, followed by *Stormqueen*, *Two to Conquer*, and the *Shattered Chain*. The new one, *Sharra's Exile*, is not out yet, or if it is, I've not yet seen it. There are 16 or 17 books in the series to date.

If you get into the Sword & Sorcery genre, read the Conan books and subscribe to AMRA. But much better (wittier) are the Fafhrd/Grey Mouser stories of Fritz Leiber. Alexander's *Prydain* novels. Karl Wanger's Kane books. Donaldson's "Thomas Covenant" trilogy. Tolkien, of course, Cabell's *Poictesme* books. Don't bother with the Gor novels, nor the Akers/Prescott Kregen series (now up to 25 volumes). Read anything written/edited by Sprague De Camp. Anything. Skip Lin Carter, who is entirely imitative of almost everybody.

But a lot is a matter of taste. I don't like many of the things I have to acquire to support my peculiar interest.

"Fantasy" includes too many diverse types of writing to consider as a "lump". True fantasy would probably include classics such as Dunsany, Clark Ashton Smith, and Lovecraft (in his Dreamworld phase) plus things such as Middle Earth and Poictesme. But then you have sword-and sorcery, which looks like fantasy but isn't. Conan, Brak, Thongor, Kothor, Kyrik, Kull, and that crowd lack the grace and delicacy and eeriness which is true of fantasy per se. "Alternate present" novels are a sort of fantasy. So are "post-diaaster" and "distant future" novels which aren't true sf in the current vogue for technical accuracy and thinly veiled "social commentary".

And so on. Anyway, the interest in PELL is strictly geography. It's even (eventually) going to cover the *Book of Mormon* (which I consider a fantasy but which is taken seriously by a lot of people).

A knock on the door slowly awoke Steve from a beautiful dream. He was in space, as he dreamed, colonizing new planets, building substations on asteroids, fighting unknown enemies....

"Huh?" The knock had done the job. "Rats!" said Steve, realizing that he was back in the dormitory. "Who is it?"

"It's Bill!" came the voice from the hall. "C'mon! We've got a Diplomacy game in half an hour."

"Just a minute," replied Steve, trying to shake the sleep from his head. Slowly he sat up and surveyed his dreary surroundings.

"Well," he thought, "they promised me a scholarship that paid tuition, room, and board." He chuckled. "The tuition is paid, this is a room, and I'm bored."

"Hey! Let me in, will ya?" The voice from the hall interrupted his thoughts. "What in space is wrong with you?! Open up!"

"All right, all right," Steve muttered. He got out of bed and shuffled toward the door, trying to force his hair into a shape different than the porcupine-like one it now held. Without breaking stride, he unlocked the door and headed to the bathroom for his morning rituals.

As Bill entered the room he saw the bathroom door shut and turned on the light. "Holy Mother of Mars, what a mess!" he blurted. "It looks like a suitcase exploded in here."

"Don't worry about it fuzz-face, you don't have to live here," the reply came from behind the closed door. "Besides, I was out late last night, and I didn't have a chance to clean up."

"Yeah. I heard that you were going over to...." Bill paused and sniffed cautiously. "Gawd! he gasped. "Hey! Did you die in there or what? If you're sick, go to the hospital, man. This room is certainly no place for a healthy young man," he cried, waving his hands to try and ward off the smell.

"Leave me alone, will you?" Steve answered. "I'm not feeling too good right now. Besides, I had a dream about working in space again, and I'm depressed."

"Are you still letting that bother you?" moaned Bill. "Give it up, will you? You know your father won't let you go up until you've finished school. After all," Bill continued, mimicking Steve's father, "Texas A&M is where I graduated from, and where my father graduated from, and where...."

"I know, I know," Steve interrupted. "And every space-be-damned relative back into the middle of the 20th Century went to this, this hole in the wall. He doesn't understand, though! This is 2140!" Steve opened the door of the bathroom so Bill could enjoy the full force of his argument.

"Listen, Steve," Bill chimed in. "you're talking to the wrong guy. I sympathize with you, but you've got to face it. You're stuck here for 3½ more years. Now close the door, please. You're killing me!"

They arrived for the Diplomacy game about 10 minutes late: Bill and a somewhat refreshed Steve.

As the pair entered the game room, they were greeted with catcalls and choruses of "It's about time!" and "What the hell took you guys so long?"

"Don't blame me!" Bill spoke up defensively. "It took Steve forever to get ready." He pinched his nose. "Something died inside him last night, and it took him quite a while just to get rid of it!"

Bob Stone, the only senior among the wargamers, chuckled and said, "I hope he got rid of all of it, or

else we'll have to form a 6-way alliance and eliminate him right away." The rest of the group laughed.

Steve bristled at the challenge. He knew that the other players considered him to be the best Diplomacy player among them, and he was inclined to believe them. He also knew that his reputation in this group helped him continue to win games.

All of the other players, with the exception of Randahl Tyler, the third freshman along with Bill and Steve, fairly begged Steve for an alliance whenever possible. They knew that they stood a good chance of at least finishing the game if they stuck with him, so they rarely stabbed Steve.

In contrast, Randahl seemed to want only one thing in every game: to eliminate Steve. By virtue of his one-sided philosophy, he usually ended up eliminated very early himself. Of course, this only added to the bitterness he felt toward Steve.

Bill and Steve, having taken their usual seats, pressed the ready button on their respective consoles. The Diplomacy program had already been loaded by the time they arrived.

After a 10-second delay, the random selection of colonies had been made and the players assigned to each colony were displayed on the screens.

"Centurion again," moaned Bill. "I always get stuck with Centurion!"

"No you don't!" answered

Steve. "I had it last game and finished in a 3-way draw. Make the best of it!"

Bill just mumbled and typed furiously away on his keyboard. Steve had drawn Orion, a colony right in the thick of things. He liked playing Orion simply because its units were black, and they looked so fierce on the map display.

The rest of the board looked like this: Randahl Tyler drew the powerful Jupiter colony. Bob Stone bordered him in the rebel colony Alexis. The three juniors, Tom Wade, Marty Bower, and Clifford Johnson, drew Galactica, Hammerhead, and Earth, respectively.

Steve began his Diplomatic negotiations in his usual manner. First, he sent out messages of friendship to all of his neighbors. (Even to Randahl). Next he sent short notes to all of Randahl's neighbors, pointing out to Alexis especially that Randahl will no doubt leave himself exposed when he comes after Orion.

It could be a good opportunity for the usually slow-growing Alexis colony to pick up a few quick builds, something Bob Stone would be happy to take advantage of.

Steve's major task though, was to convince Earth and Galactica to attack each other instead of ally with each other and attack him.

After about 10 minutes of frantic negotiation, the "moves due" request began flashing on and off in the upper right hand corner of the screen. He hurriedly sent off his letter to Bill, and typed in his orders.

Soon, all seven colonial powers had reported in and the results of the moves appeared on the screen.

Randahl had come after Steve, as predicted, while Bob Stone had taken the Black Hole and Pluto in his move against Jupiter. Steve's reputation had paid off again as Earth and Galactica were squared off over the Newton Void. Steve's own moves had all succeeded and it looked like a 3-build year for Orion.

Everything went smoothly for Steve for the next few years. Randahl was eliminated by 2104 and Hammerhead was down to 2 space centers by '05, due

continued next page

AGS IN SPACE

A Short Story

by

James R. Williams

continued from previous page

to the combined efforts of Bill's Centurion and Bob's growing Alexis.

Steve had managed to get a piece of Randahl's Jupiter and had helped eliminate Earth with Galactica's help. He was in the process of mopping up Galactica, who he stabbed in the fall of 1905, when his old buddy Bill stabbed him.

It wasn't the most effective stab of the game, but nonetheless it hurt Steve enough that if time hadn't run out, Bill and Bob would have eliminated him eventually.

In fact, with the Chess Club angrily ready to reload the system during the final moves, Steve managed to hang on by the skin of his spacesuit, ending with 3 centers to Bob's 16 and Bill's 15.

"Well, you guys really had me scrambling," Steve said as he, Bob, and Bill walked out of the game room.

"You bet your ass we did!" Bill spoke up with a grin. "If the game would have lasted 6 hours instead of 5, you'd have been eliminated, finally."

"It'll happen someday," stated Bob. "Bill and I wanted to be the first to knock you out of a game. I guess we'll have to wait and try again someday."

"Yeah, sure," answered Steve. "It'll happen someday. 'I...I'm going to my room, guys. I don't feel so hot.' Se you around, OK?"

"Sure...ugh...take care of yourself," Bill replied. "I'll stop by later and see if you're all right."

Once back in his room, Steve began feeling more and more depressed. Here he was, stuck in a decaying university on a decaying planet, miles from any population center. He flopped down on the bed. Everybody was going out into space, into regions unknown. The final frontier was being conquered and he was left out of it all.

On top of that, his only escape from the drudgery of Earth living was going sour. From now on, it seemed that it would be a race to see who could eliminate Steve first. His reputation was working against him all of a sudden. Diplomacy no longer seemed fun.

He looked at his laser rifle laying in the corner. He had gone hunting with it quite a bit when he first arrived at school. There was plenty of game out there, but Diplomacy had taken the place of hunting. Space was where his mind was, and space was where Diplomacy took him...and now...they were going to ruin that for him.

With a start, Steve realized that the rifle was in his hands. He was sitting on the bed stroking the barrel and wondering what it felt like when your brain exploded. His hand was moving slowly toward the trigger when his thoughts were interrupted by shouting in the hall.

"War! War! They've attacked!"

"War?" thought Steve. "What are they talking about?" He shook his head to clear the remaining cobwebs that were fogging his mind. He then became aware of the rifle. With a look of terror, he threw it to the floor.

"My God! What was I thinking?!!" Before he had a chance to answer himself, Bill came bursting in through the door, out of breath.

"Did...did you hear?" he managed to gasp.

"What's this about a war?" Steve returned.

"What's going on around here? Has everyone gone mad?"

"Alexis attacked the Jupiter colony and the Centurions have announced that they've allied with those rebel bastards! There's a war on, Steve!"

"I don't believe...It can't...Well, what is Earth going to do?" Steve was wide awake now, pacing the floor like a caged lion.

"They're asking for volunteers." Bill was much calmer now and speaking softly. "Earth has declared war on Alexis, and if Centurion takes up arms we'll declare war on them, too. This is your chance, Steve, and mine too. We're needed in space, all of us are!"

Suddenly weary, Steve sat down on the bed. "This is really it!" he thought. "It seems like all of my life that I've been waiting for this moment. The games are over, and soon I'll find out what kind of man I really am."

He felt a momentary twinge of doubt. "Will I measure up?"

He looked up at Bill, who was standing frozen and wild-eyed, and having some doubts of his own.

The two friends simultaneously realized that they were staring blankly at each other, and the realization snapped them out of it.

Bill broke into a wide grin. "Damn, but I'm nervous!" he said, shaking his head.

Steve returned the smile, stood up, and put his arm around Bill's shoulders. "Damn is right" he said.

As they headed for the door, Steve began to laugh. "Hell!" he chuckled, "we've both always liked playing Earth, anyway!"

EVEREAM





1981 P

Gulf Coast

S 1904

TSAR & SULTAN GET STUFF TOGETHER;
SQUABBLES SEPARATE WESTERN HEADS

* Winter 1903: England builds F Lon; France builds A Par, F War; Russia builds A War, A Mos; Turkey builds F Smy.

ENGLAND (John Mayes): F MID-Par, F Lon-ENG, A BEL-Pic, F HOL s Russian F Den-Kie (nso), F NTH s F Nwy, F NWY s F Nth.

FRANCE (Luis Porteny Sorokin): A Par-PIC, A BRE s A Par-Pic, A Kie-RUH, A MUN s A Kie-Ruh, A Ber-KIE, F MAR-Spa(sc), F SPA(sc)-Por, F NAP s Turkish F Ion-Apu.

ITALY (Don Ditter): F TUN-Ion, A VEN-Apu, A ROM s A Ven-Apu.

RUSSIA (Garry Hamlin): A Stp-LVN, A MOS h, A War-SIL, A PRU s A War-SIL, A SIL-BOH, A Vie-TYO, A Bud-VIE, F DEN s F Swe, F SWE s F Den, F AEG s Turkish F Eas-Ion.

TURKEY (Jim Williams): A TRI-Ven, F Ion-APU, F ADR s F Ion-Apu, A Gre-ALB, F Eas-ION, F Smy-CON.

* Vate COZ (Chonge-of-Zipcode) for Luis on the new mailing list.

* PRESS--

ANK-PAR: How did you manage to get all of (what's left of) Europe mad at you? I suppose that cheap move to Naples was some indication. Keep up the good work, you're at 9 centers and counting (down).

ANK-LON: How did you know that France was about to stab you? I didn't tell you, did I?

ANK-MOS: Please, enough of those words of "wisdom" from the house of ill Rasputin. If the English heretics recognize that Islam is the one true way, the Sultan will consider your request to allow England to join with the rest of Islam, as one. We must however await the proper time before such drastic action can be taken.

RUSSIA: Get well, Mike!

LSD: Thanks, Garry!



81AU

Horned Toad

F 1902

GERMANY SURGES INTO SWEDEN;
RUSSIA'S RUMANIAN STAY CUT SHORT

* Jim Lowniczak, o ployer in Coctus, asked if last seasons results for Germany shouldn't read as follows: "A Bal drown't, F Den convicted of homicide". Actually, it was o F Bal, sa the guy in Denmark is wan't go to prison.

AUSTRIA (Ted Kuhn): F GRE s Italian F Ion-Aeg (nsa), A SER s F Gre, A Gal-RUM, A BUD s A Gal-Rum, A Vie-TYO.

ENGLAND (Allen Quinn): A NWY-Stp, F BAR s A Nwy-Stp, F ENG s F Bel, F BEL s F Eng.

FRANCE (James Woodson?): NMR! A GAS, A BUR, s F SPA(sc) all hold.

GERMANY (Bill Quinn): A Ruh-MUN, A Ber-PRU, A SIL s A Ber-Pru, F Den-SWE, F BAL s F Den-Swe

ITALY (John Koehler): A TUN-Gre, F ION c F Tun-Gre, F Trh-LYO, A PIE h.

RUSSIA (Rich Reed): F RUM s Turkish A Bul (ds), ret ta Sev, Bla, ar dsb], A STP h, F BOT s A Stp, A WAR h, A MOS s A War.

TURKEY (Glenn Sherrill): A BUL s Russian A Rum, (nsu), A CON s A Bul, F AEG-Gre, F Smy-EAS.

SUPPLY CENTER STATUS for winter 1902 adjustments:

A: Home, Ser, Gre, RUM	6/build 1
E: Home, Nwy, BEL	5/build 1
F: Home, Spa, Por,	5/even
G: Home, Den, SWE, Hol	6/build 1
I: Home, Tun	4/even
R: Home, Rum	4/remove 1
T: Home, Bul	4/even

* Another miss by Woodson. Will John Kador please submit standby orders for France once more? See mailing list for pertinent addresses.

* Glenn Sherrill's address until Nov. 5: 9PT-110; FLETC; Glynco, GA 31524.

* PRESS--

SILESIA: Front-line troops report that the wild-assed Cossack hordes abruptly divided their forces this season and lamented not being ordered to Warsaw. One group was reported moving southward and participating in the brilliant defense of Galicia. The other group entered the Baltic Sea in a ramshackle fleet made up of rowboats, junks, and a Polish sub. After a brief skirmish it was conclusively demonstrated that wild asses cannot swim. England take note!

KIEL: The Imperial Shipyards were destroyed by fire and explosions. The saboteur planted evidence to suggest that HMS Secret Service was at the bottom of the attack. The plan might have succeeded if not for wild-ass hoofprints also discovered nearby.

LON-PAR: This dispatch received--The French President sat quietly in his study pondering a board resembling the map of Europe upon which rested wooden pieces of various hues and colours. He quietly shifted in his richly stuffed chair and bestirred himself momentarily from his frozen gaze. Muttering an unintelligible oath, he reached briskly for a quill pen and bonded paper. His eyes burned as his hand sped across the white plain before him. His judgement would be swift, his actions decisive, his diplomacy faultless, and victory would be assured...but the wine and the sound of distant dancing intruded only too quickly, and like a moth to a light, he was drawn inexorably away. A few days later, the rest of Europe received a dispatch with the moves of the great powers of Europe revealed...except of course for France who revealed an NMR and had war declared on him by England, for want of a letter.

¶The French President sat quietly in his overstuffed chair and lifted the revolver slowly to his head....

CON-LON: You don't know who your friends are.

DENMARK: The Imperial Fleet in Denmark received orders for Sweden. Their reception is uncertain, but the Imperial Fleet Baltic Sea is standing by.

BERLIN: A carnival atmosphere celebrated the visit from the Second Munich Army. However, the High Command ordered the army to the front to join the First Munich already in Silesia.

RUHR: Furloughs were issued wholesale. It is not yet known if the troops went home to Munich or Kiel, or returned to Holland.

RADIO FREE ANDORRA: The following message was intercepted by the RFA network. It is believed that it was sent to the Italian Embassy in this tiny nation in the Pyrennes from the Defense Ministry in Rome: To Qwerty shifted down one: BDF7Z 6HXNL J.C.D D;KGX 6LXDL JGLV7 H5JXX 6DXXF.

DEADLINE for all LSD games:

23 October 1981



-ATA VISTA, WASH
 WAS GASTER
 -ASTEWAS, DAMN BIST WASH

DINGSBUMS



1981 CE Independence S 1902

GERMANS TAKE NTH SEA, TYROLIA;
FRENCH TAKE SHORT LVP PORT STOP

AUSTRIA (Len Blasio): A Ser-GRE, A Bud-GAL,
 A VIE s A Bud-Gal, F TRI h.
 ENGLAND (Joe Gallagher): A Lon-WAL, F Lpl-IRI,
 F Nth-ENG, F Nwy-SKA.
 FRANCE (Jim Meinel): A Por-SPA, F Bre-MID,
 F Wal-LPL, A Pic-BEL.
 GERMANY (Don Scheifler): A HOL s French A Pic-Bel,
 A Mun-TYO, F Kie-HEL, A Ber-KIE, F Den-NTH.
 ITALY (Doug Tatsch): A Ven-PIE, A Rom-VEN,
 F Nap-APU, F Tun-ION,
 RUSSIA (Jeff Albrecht): F SEV h, A MOS s F Sev,
 A WAR-Gal, A Stp-LVN, F SWE s English
 F Nwy-Ska.
 TURKEY (Cindy Seelke?): F BLA, F CON, A ANK,
 A BUL, & A RUM all hold due to NMR.

- + COA: Jim Meinel moved from Apt G-13 to E-3, same building.
- + Will Mike Blanchard please submit standby orders for Turkey? See mailing list for addresses.
- + PRESS--

GENEVA: An anonymous head of state takes great offense that [LSD] should imply that the great nations of Germany and Italy are on the decline. What prompted you to plaster such a judgement across the headlines?

LSD: We meant east or west, not up or down, but read it any way you like.

AUSTIN: (German Embassy) Okay, I'm all out of funny stories to cover up my silence, so here's the truth. Circumstances have forced me to work two jobs for a while, and I have not yet adjusted to the resulting restricted schedule. Realistically, I should resign if I can't keep up with my correspondence, but I have capital invested in this game that I don't wish to throw away--and dammit, I enjoy the game! So please, don't give up on me; I will get things together and start writing again. I thank those of you who have taken the time to write despite my silence (ominously, only Austria and Turkey haven't written). Now, who's first in line to take pot shots at Italy with their press? No shoving, everyone gets a turn.

LON-ROM: Greetings to Marshall Romaforevi from the King. Last night I had a dream about British Beer and Italian pasta. The flavor was wonderful and the result beautiful. If nothing else, I could meet you halfway--Madrid is nice this time of year. P.S. I can translate Italian readily. It's a easy toa reada.

LSD: But harda toa typal (Easier than that Zappo stuff, though!)

ROM-LON: I'm sorry, but I couldn't turn on the only ally I've got. Hang in there.

ROM-MOS: The Italian people pray for you in your valiant struggle to fend off the invaders.

DUBLIN-LONDON: Viking Raiders have been spotted in the Irish Sea--pointy helmets, battle axes, war cries, dragons, the works. They seemed to be pointed toward the French coast. I hope they have a Brian Boru as we did in AD 977, when we expelled the last of the Norsemen.

BREST: Government officials report that shipbuilders are turning out new fleets just as fast as the English are allowing them to.

ROM-PAR: Got your latest letter, and I agree on the move next season.

LON-PAR: By now I'm sure you know that it is you that is guessing and not I.

LONDON: News of the Battleship Bordeaux docking in the SW part of England was greeted with disgust and regret by the man in the street. When asked, one public-spirited citizen said, "If it's like the last time they arrived (1066) they will demand a ransom of a ton of soiled ladies' undergarments and children's tricycle seats, and then they will be on their way, and good riddance to them, too."

GENEVA-EUROPE: All right, who are the two clowns that can't write and chew gum at the same time?

VIENNA: What gives? Have we started conducting diplomacy some method other than USPS? I must've gotten left out on the change of plan....

ROM-ANK & VIE: What's next for the unholy alliance?

LON-ANK: Your Highness, I'm holding on but when will help arrive? Yes, I know the Vikings are coming but they are just a bunch of crazy red-headed wild men, who would rather die fighting than sit on their thumbs waiting for a slow death. Oh! That help!

LON-BER: May the Kaiser die the death of 1000 whoope cushions for not keeping his word.

ROM-BER: Your point is well-taken--maybe not 10 minutes, but a lunch hour, surely. It's my failure, but then again, you have yet to make any firm suggestions or proposals, either. Shall we start a dialog with some concrete proposals?

NWY-SWE: Why did you do that, I told you that I only wanted to get my toes wet, not go for a sail!

NORWAY-ENGLAND: Well, you had better watch out. About the only help we can send are forces of Viking descent. We are certain the first thing they will do is want to go raiding on the French coast. I hope you can control them.

SWITZERLAND: Judges of the International Copying Contest have selected two finalists from the field of five photocopiers. One entrant was eliminated due to extremely poor quality (the copy was pretty bad, also), and the other two were disqualified for cheating. One changed the contents of a letter before copying, and the other submitted a copy of a supposed letter out of Rome (everyone knows the Italian is illiterate).

MUNICH: Fee-Fi-Fo-Fum....

continued from page 1

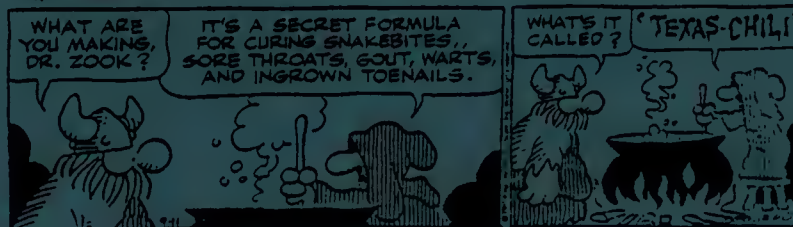
ne to come up with the theory you are about to read.

First the man's three names--all significant: "R." Michael Conner. "R." stands for "Russian" or "Red", that much I'm sure of, given the causes that he has championed in the hobby during this past year (see more below). "Michael" is the favored name of the greatest Russian heroes and Tsars. And "Conner", a fiendish pun on "Connors", definitely comes from the word "con" meaning: "To swindle or defraud (a victim) by first winning his confidence; to dupe." This leads us to the zine itself--LONE STAR DIPLOMAT!

Through LSD, R. Michael Conner has certainly gained our confidence. LSD was voted 4th in the Class of 1980 Zine Poll and 7th in the 1981 Leader Zine Poll. He also ranks high as a GM. He has established a powerful base in the strategic Southwest by extolling and promoting "Texasism".

But for what reasons has LSD sought to gain our confidence? What are R. Michael Conner's aims and goals? Well...I sincerely believe...he is...a

Hagar the Horrible



Soviet agent sent to help forge a future Austin-Moscow-Havana axis! Before you toss aside this seemingly ridiculous theory, please bear with me and look at the tell-tale clues I have ferreted out. (Anyway, you should always approach anything with an open mind.)

Texas is of great interest to Russia and especially its natural resources, modern technology, and strategic location. Think of the irritant that Communist Cuba has become to the U.S. Then think of the much more massive problem that a Communist-ruled oil-rich Texas could be! This is what the Russians want, and they already have their man in place. And R. Michael Conner has also successfully forged links with organized crime--the Mafia!

Yes, the Italian influence is very strong in LSD. Each issue contains a quote by Count Clano. And Conner's own cat is named "Caruso"! When Caruso lost the hobby election for mascot to Brux, what happened a mere four months later? Right! A hit man knocked off Brux and now Caruso is the hobby mascot. Coincidence? I think not.

Even stronger are LSD's links with the "red" elements of the hobby. LSD carried an issue of the GREAT WAR IN MODERN MEMORY by Guy Hall within one of its issues to promote GWMM. Why? True, Guy Hall evidently knows a lot about history and GWMM is a beautiful zine, but there is a more sinister side to this "promotion". Is it also a coincidence that one of the prominent leaders of the U.S. Communist Party is named "Gus Hall"? Bearing in mind the similarity between Mike Connors and Mike Conner, juxtapose (didn't think I knew a word that big, did you?!) "Guy Hall/Gus Hall" for comparison. Coincidence? Again, no!

LSD also carried a copy of PARANOIACS' MONTHLY, put out by a known red-head, Jack Fleming. One of the games offered in PM is opened to red-heads only. Coincidence? Again, I think not.

Conner also offered paid game fees to anyone who would enter an Irish variant game in EMHAIN MACHA. (Note: Communists have been linked with Irish terrorists before as well as with other national liberation groups.)

LSD has generously plugged another fellow Texan's zine, THE DRAGON AND THE LAMB, by Steve McLendon. Steve is a NASA flight controller. By stressing their common Texan heritage, Conner evidently intends to gain access to U.S. space secrets for his Russian masters.

But additional clues about within LSD itself. The very first issue had an article about "detente", something the Soviets particularly wish to see continued. The second issue mentioned "kilometers", whereas a normal American would have said "miles".

In LSD#5, Conner made a rare disclosure that he would like to whisper sexy Russian into Jane Proskin's ear! I once sent him a pre-addressed postcard asking only that he tell me the Russian for Mr., Mrs., and Miss. Instead of using the postcard, Mike

wrote me a 4-page letter on Russian grammar! Clearly our Armenian loves Russian!

Also in #5, he publicly praised Algeria, a radical Arab state which has no love for America but ties with Russia!

In LSD#7, Conner expressed the typical Russian characteristic of annoyance at losing a fair election (Russians just aren't used to losing elections!) when the headlines read: "GRR! Bad Dog Tops Mascot Poll". As mentioned above, within four months, this situation was "rectified" from Conner's standpoint.

And in August, R. Michael Conner claimed to have hepatitis. Note the symptoms he listed in LSD #12. They are the exact ones that the Russian leaders have when they think about the situation in Poland nowadays! Clearly something was greatly worrying the pubber of LSD. What was it?

Again, we can only speculate. I really think it was only a "diplomatic" illness used to cover a trip Conner made out of the country. I think he went to Mexico City to report to his superior, Luis Porteny Sorokin, whom you may recognize from LSD's subber list in #4. (Sorokin is of Russo-Cuban parentage and is a key element in the planned establishment of the Austin-Moscow-Havana axis mentioned earlier.)

Sorokin is also France in "Gulf Coast", a game which has featured messages in several languages, including Russian! What Sorokin and Conner discussed in Mexico City can only be conjecture, and in any case, is only of secondary importance to the basic theory that I have outlined here.

The important part is that R. Michael Conner and his LSD have made quite an impact on the Diplomacy hobby during the past year. I just feel that impact should be closely scrutinized and have offered my own humble hypothesis...so I can get an extension of my sub and be "impacted" on some more! Better Read than no LSD at all!

Lone Star Diplomat ★ Mailing List

as of September 19, 1981

Paul Ajdharlian; 3 Mill Race; Springhouse, PA 19477
 Jeff Albrecht; 2029 Cedar Breaks Drive; Salt Lake City, UT 84118
 K Arnett; 1500 Waterway Circle; Chesapeake, VA 23320
 Tony Auxler; Route 3; McLeansboro, IL 62859
 Herb Barents; 1142 S. 96th Ave; Zeeland, MI 49464
 Marlon Bates; PO Box 381; Kalkaska, MI 49646
 Konrad Baumeister; Apt. 50, Ilene Village; Washington, DC 20057
 Mark L. Berch; 492 Naylor Place; Alexandria, VA 22304
 Mike Blanchard; 1738 Emerald; Grand Prairie, TX 75051
 Len Blasol; 2215 Adams St.; New Orleans, LA 70118
 John Boardman; 234 E. 19th St.; Brooklyn, NY 11226
 Larry Boudon; CEUCA; Apartado Aereo 16060; Bogota, Columbia
 Ron Brown; 1528 El Sereno Pl.; Bakersfield, CA 93304
 Ronald J. Brown; RR.#1; Brennans Hill, Low; Quebec, Canada J0X 2C0
 Jim Bumpas; 3209 Chambers St.; Eugene, Or 97405
 Steven V. Cartier; Box 7793; Riverside, CA 92513
 Gary L. Coughlan; 4614 Martha Cole Lane; Memphis, TN 38118
 Francois Guerrier; Box 32, Station A; Ottawa, Ontario K1n 0T9
 Charles Cunningham; 14014 Kirkwood; Austin, TX 78722
 George F. Cunningham III; 56 Isham St.; Burlington, VT 05401
 John Daly; Rt.2, Box 136-M5; Rockwell, NC 28138
 Fred C. Davis, Jr.; 1427 Clairidge Road; Baltimore, MD 21207
 Don Ditter; 910 Hope St. #12A; Stamford, CT 06907
 John Dodds; 28 Woodvale Road; Darlington, Co. Durham; England
 Bob Donaldson; PO Box 5867; Austin, TX 78763
 Mike Drews; 203 N. 18th; Colorado Springs, CO 80904
 Steve Duke; RFD#3 Fairfield Pike; Shelbyville, TN 37160
 Cynthia/John Ellis; 3414 Hollywood; Austin, TX 78722
 Gregg/Daphne Fritz; 6777 Dorlana St.; San Diego, CA 92139
 Ted Fuß; 2324 Fernwood; Ann Arbor, MI 48104
 Joe Gallagher; 4766 Maverick Way; Boise, ID 83709
 Alfred P. Giddings; PO Box 1495; Enid, OK 73701
 Paul Goodrich; 1839 18th Ave; San Francisco, CA 94122
 Dave Grabai; 1583 Tieman Street; Chowchilla, CA 93610
 GROMETS--MSC Recreation; PO Box 5718; College Station, TX 77844
 Arturo R. Gualardo; 3201 E. Greenlee Rd. #13; Tucson, AZ 85716
 Guy/Elizabeth Hall; 1103B Lorrain; Austin, TX 78703
 C. M. Hallmark; Villa Torres, Apt. 1321; Conros, TX 77301
 Garry Hamlin; 111 Varner Ct.; Midland, MI 48640
 Thomas Hancock; 4311 Martha Avenue; Louisville, KY 40220
 Mike Hartman; 15515 Sunset Blvd. #207; Pacific Palisades, CA 90272
 Mike Henry; 3100 S. Lamar #202; Austin, TX 78704
 Robert F. Jewett; Box 1651 WWMCS; DPCE; APO NY 09403
 Mark Johnson; 833 Dent St.; Garland, TX 75040
 Jerry Jones; 1854 Wagner St.; Pasadena, CA 91107
 Bryan Jurkowski; 8 Ravencrest Chalet; PO Box 2620; Estes Park, CO 80511
 John Kador; 20 Hilltop Road; Silver Spring, MD 20910
 Jim Keith; 908 N. Oakwood; Enid, OK 73701
 Lee A. Kendler Sr./Jr.; 4347 Benner St.; Philadelphia, PA 19135
 Allen King; 10020 Woodland Village; Austin, TX 78750
 John S. Kochler; 2727 Duke #916; Alexandria, VA 22314
 Richard Kovalek, Jr.; 9 Ladd Place; Watertown, MA 02172
 Ted Kuhn; 5320 E. 81st; Indianapolis, IN 46250
 Steve Langley; 2154 Fairfield Rd.; Sacramento, CA 95815
 Mark Larzelet; 8 Tidwell; 23 Akin Ave.; Capitol Heights, MD 20027
 James M. Lawinczak; 6103 Lyman; Downers Grove, IL 60515
 Stephen Lee; 23690 Doane Creek; Sheridan, OR 97378

John Leeder; 121 19th Avenue, NE; Calgary, Alberta, Canada T2E 1N9
 Bruce Linsey; 24A Quarry Dr.; Albany, NY 12205
 Andy Lischett; 3025 N. Davlin Ct.; Chicago, IL 60618
 Mark A. Luedl; PO Box 986; Chesterton, IN 46304
 David Manuel; 10318 Oakgate; Bellflower, CA 90706
 Richard Martin; 6103 Brezewood Ct. #202; Greenbelt, MD 20770
 John H. Masters; 25711 N. Vista Fairways; Valencia, CA 91355
 John Mayes; 4400 Ave. B #211; Austin, TX 78751
 Steve McLendon; Box 57066; Webster, TX 77598
 Roscoe McPherrin; 1006 N. McLean; Bloomington, IL 61701
 James Melnel; 22440 Benson Rd. SE #E-3; Kent, WA 98031
 John Michalski; Rt. 10, Box 526Q; Moore, OK 73165
 Paul D. Mlewski; PO Box 256; Batavia, OH 45103
 Michael Mills; 47 Mayer Dr.; Suffern, NY 10901
 Ralph L. Morton; 173 Irving Ave.; Ottawa, Ontario, Canada K1Y 1Z6
 J. Lanning Myers; 6609 Ilorshoe Road; Clinton, MD 20735
 Ned Nichols; PO Box 632; Plalstow, NH 03865
 Jeffrey B. Noto; 1001 SW 16th Ave #22; Gainesville, FL 32601
 Dave Ohlendorf; 1770 Vista Ridge Lane; St.Louis, MO 63138
 Bob Olsen; 9100 E. Harry #211; Wichita, KS 67207
 Glenn Overby; 23096 Tawas; Hazel Park, MI 48030
 William S. Owen; 371 Reed St. Apt. 2; New Bedford, MA 02740
 Eric Ozog; 1526 N. Lawler Ave.; Chicago, IL 60651
 Robert W. Peacock; 1 Woodcrest Dr.; South Burlington, VT 05401
 Al Pearson; Rt. 1, Box 177B5; Kearneysville, WV 25430
 David Perlmutter; Latches Lane Apts. #608; Merion, PA 19066
 David L. Pierce; 6000 Liberty Bell Ct.; Burke, VA 22015
 Whit Pond; 8033 Gessner Dr. #143; Austin, TX 78753
 Luis Porteny Sorokin; Castillo de Chapultepec No. 970701; Mexico DF 11020
 Bill Quinn; 2204 Vivada; Orlando, FL 32803
 Richard L. Reed; 414 W. Oak; El Segundo, CA 90245
 R. Clark Reynolds; PO Box 160413; Sacramento, CA 95816
 Jim Ridenour; 13 Summer St.; Bradford, PA 16701
 Bernard Sampson; 123 Sixth Street; Middlesex, NJ 08846
 Vernon Schaller; 207 Garfield Ave.; Cherry Hill, NJ 08002
 Don Scheffler; 23 Ponca; Kirkwood, MO 63122
 Ben Schilling; 24730 Roosevelt Ct. #315; Farmington Hill, MI 48018
 Bruce Schneider; PO Box 5185; River Station; Rochester, NY 14627
 Cindy Seelke; 6023 Fontenelle; Houston, TX 77035
 Robert Sergeant; 3242 Lupine Drive; Indianapolis, IN 46224
 Steve Shaddix; 216 Roberts; Long Beach, MS 39560
 Glenn Sherrill; PO Box 684; Moab, UT 84532
 Jack W. Smith, Jr.; 16944 Norborne St.; Redford, MI 48240
 Dan Stafford; 2013 Gloucester Ave.; Columbus, OH 43229
 Bobby Stephens; PO Box 340111; Dallas, TX 75234
 Terry Sultor; 331 Wilson Hall, OSU; Corvallis, OR 97332
 Doug Tatsch; 2008 Robin Hood Trail; Austin, TX 78703
 Don Tinker; Blochen. Dept.; Memorial U.; St. John's, Newfoundland, Canada A1B 3X9
 Brenton Ver Plog; 1980 Tigertail Avenue; Miami, FL 33133
 Al Villanueva; 2725 Jefferson; Eugene, OR 97401
 Peter Walker; R.R.4 Omamee; Ontario, Canada K0L 2W0
 Rod Walker; "Alcala"; 1273 Crest Dr.; Encinitas, CA 92024
 Michael D. Whitty; 2510 Leon; Austin, TX 78705
 Craig L. Williams; Walton/Smith; Eugene, OR 97403
 James R. Williams; 2500 6th St. SW; Altoona, IA 50009
 Fred Winter; 1104 N. Marshall St. #805; Milwaukee, WI 53202
 James S. Woodson; 5680 Dorothy Way; San Diego, CA 92115



"Well, um, we seem to have lost the film portion of this score. Well, it isn't much moving—just a lot of politicians getting in front of the camera and going blah, blah, blah."

HOBBY SERVICES

Boardman Number Custodian: Don Ditter. Maintains statistics for gamestarts, game histories, assigns identifying serial numbers to regular Diplomacy games, and publishes data in EVERYTHING, which is edited by Bern Sampson.

Miller Number Custodian: John Leeder. Performs same services as BNC, but for variant games, and publishes data in LORD OF HOSTS.

Orphan Games Directors: Kathy Byrne (160-02 43rd Ave., 2nd Fl.; Flushing, NY 11358) & John Daly. Serve as contact point between players in orphaned games (i.e., games abandoned by GMs, for various reasons) and new GMs, in order to help restart such games, and publish data in DOGHOUSE.

Known Game Openings Editor: Robert Sacks (4861 Broadway, 5-V; New York, NY 10034). Publishes monthly flyer listing game openings in regular Diplomacy and variant games.

★ **Lone Star Diplomat** the national Diplomacy journal of Texas, is a monthly publication of Word Services, Inc. Publisher, Editor, and Chairman of the Board Mike Conner lives at the same address. Phone (512) 451-8929.

Subscriptions: Ten issues for \$6.00.

Game Openings: \$10.00. None available at present.

Standbys: Wanted. Sub credit for standbys who play to the end of game or elimination.

Awards: Winners get 10 complimentary issues of LSD or equivalent prize, 2-way drawees get 7 issues, all other survivors get 5 issues, & eliminated players get 3.

Contributions: LSD will give sub credit to readers whose contributions are printed. Original articles and cartoons, etc. are wanted.

Alan B. Calhamer invented DIPLOMACY®, which first appeared commercially in 1959 in essentially its present form. The Avalon Hill Game Company now owns the copyright and publishes the game.

RECOMMENDED READING

DIPLOMACY WORLD, edited by Rod Walker, is the quarterly journal of Diplomacy, includes features on postal play, fti, variants, and other related material. Subscriptions are \$6/year.

DIPLOMACY DIGEST, published by Mark Berch, specializes in reprinting articles drawn from extensive archives of dipzines, usually arranged in thematic fashion, with some original material as well. Subs are 10 issues for \$4, a genuine bargain. Back issues are available, including a triple-issue LEXICON OF DIPLOMACY, a must for beginners and experts alike.

GAMERS' GUIDE TO DIPLOMACY by Rod Walker is the "official" guide to the game, published by Avalon-Hill Game Company, available for about \$4 by mail or at game stores. Introduction to tactics and strategy, with sample game.

SUPERNOVA, published by Bruce Linsey, is a compendium of articles by various leading hobby members to assist the postal Diplomacy novice. Explains mechanics of writing orders, press, adjudication results, and has tips on play and negotiating. Free to novices upon request, or to others (and it's recommended to old hands, too) for 75¢.

ZINE DIRECTORY, published by Mike Mills, is an exhaustive listing of about a hundred North American and European zines, with descriptions of their content and emphasis. New edition due late September.



Craig Williams sends this picture of Caruso in his younger days. He still mostly eats and sleeps.

Have an extra issue
for your "article"
(see p. 9)

Best regards,
FIRST CLASS MAIL
Mike